

What is CLAIMED is

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5 1. Pistol (1) for a video game shooting system (2) intended to be used by a player to enable a virtual actor to shoot at at least one virtual target, this system includes the following:

- a display system (3) which can display an image of the game incorporating at least one virtual target; and

- game processing means with microprocessors (4) which are intended to be connected to the display system (3) to control the image on the display system,

10 - the pistol (1), intended to be connected to the game processing means (4), comprises means of triggering shots (12) on the target following a shooting axis, which are activated by the user to send a shooting instruction to the game processing means (4) at an instant chosen by the player, the displacement of the
15 shooting axis relative to the virtual actor is caused by the movement of the pistol (1) due to the user's action relative to the display system (3),

20 wherein the pistol includes integrated means (13) to control the movement of the virtual actor, enabling the player to move the virtual actor in the game environment and to shoot in a location and at a moment chosen by the player.

25 2. Pistol for a video game shooting system according to claim 1, wherein the means to control the movements (13) of the virtual actor comprise a multidirectional control device.

3. Pistol for a video game shooting system according to claim 2 wherein the multidirectional control device (13) enables the player to move the virtual actor left, right, forward and back.

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4. Pistol for a video game shooting system according to claim 2 or 3 wherein the multidirectional control device (13) can be composed of one of the following elements: a control pad, a joystick, a trackball or directional buttons.

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5. Pistol for a video game shooting system according to claim 2 wherein the pistol includes a button (14) which switches the effects of the multidirectional control device and enables a lateral movement of the virtual actor to the left or to the right.

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6. Pistol for a video game shooting system according to claim 2 wherein the pistol comprises a switching button (14) which enables the multidirectional control device (13) to cause a movement of the virtual actor's head.

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7. Pistol for a video game shooting system according to any of the claims 1 through 6 wherein it comprises a mechanical system with a mobile mass intended to simulate recoil when the user is shooting.

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8. Pistol for a video game shooting system according to any of the claims 1 through 7 wherein the means of triggering shots (12) on a target comprise a trigger.

5 9. Pistol for a video game shooting system according to any of the claims 1 through 8 wherein the game processing means (4) comprise a game console and the display system comprises a television set.

10 10. Pistol for a video game shooting system according to claims 1 through 8, wherein the game processing means (4) comprise a computer and the display system comprises a monitor.

11. Pistol for a video game shooting system according to
15 claims 9 or 10, wherein the display system is a virtual reality display system.

12. Pistol for a video game shooting system according to claims 1 through 11 wherein the projection of the shooting axis on
20 the display system is represented by visible cross hairs on the game image.

13. Pistol for a video game shooting system according to claims 1 through 12 wherein the pistol is intended to be physically
25 connected to the game processing means.